1308

COMIC SHOP NEWS

THE JUDAS COIN

Six Turns of the Coin

Coins are so ubiquitous that we rarely give them any serious thought. The dismissive phrase "pocket change" shows the low regard in which coins are generally held. But there are coins that are quite different—coins that are imbued with an almost magical power.

Walter Simonson's original graphic novel ***The Judas Coin*** focuses on one such coin, and its effects on those who come to possess it over two millennia.

"In the Bible, Judas is paid 30 pieces of silver to betray Jesus," Simonson explained. "The premise of the graphic novel is that one of those pieces of silver gets out into the world. Through a series of six stories, we see the coin across 2000 years as it's found and affects the lives of those that find it."

The coin was the physical link shared by the six stories, but there was also a thematic link. Simonson explained that the coin symbolizes "betrayal. The coin appears in each story, and each story involves a betrayal. And generally, some death."

The stories begin in the year 73 AD with a tale featuring The Golden Gladiator; next comes a Viking Prince tale set in 1000 AD; then a Captain Fear story that takes place in 1720; a Bat Lash story set in 1881; a Batman story set in modern times, pitting the Dark Knight against the coin-driven Two-Face; and finally, a story set in 2087 starring Manhunter 2070.

Simonson explained how the story come about. "The project began as an idea
for the series ***Solo***, a DC book that *Mark Chiarello* edited a few years back, where each of the individual issues was done of a different writer/artist. Mark asked me if I'd like to do an issue. I was delighted. He wanted a series of short stories, at least one of which was set in the DCU. And somewhere in the middle of thinking about the project, the notion of the Judas coin came to me.

"As a reader, I've always enjoyed anthologies where the stories are linked in some way. I probably got that from reading ***The King in Yellow*** by *Robert W. Chambers* a long time ago. Several of the stories in that book are linked together by the notion of an eponymous apocryphal play. So when I was considering stories for Mark, I gravitated toward the notion of linked stories. I thought an item or talisman passing from story to story, and somewhere along the way, the idea for the Judas coin came to me.

"From there, a series of stories running over the course of the history of the DC Universe seemed both logical and interesting. Then it became a matter of finding characters from different historical eras and telling stories about them, with the coin as the catalyst for the tales."

Was it difficult to sell DC on the idea of a frame story featuring such a diverse group of character taking place over two thousand years in DC history? "Surprisingly un-tough!" Simonson said. "When Mark first approached me, I was working on another long project for DC at the time, a two hundred page Elric story by *Michael Moorcock*. But by the time I'd finished it, ***Solo*** was over. I *had*, however, already plotted out all six stories. So I more or less barged into *Dan DiDio's* office one day (in all fairness, there was nobody else in his office at the time), and laid out the idea for him. He told me to write it all up as a proposal, find an editor, submit it, and DC would do it was a 96 page hardcover. That was a little over twice the length of an issue of ***Solo***; I was thrilled."

When did Simonson actually begin work on ***The Judas Coin,*** and how long does it take to write and illustrate a project of this size? "The whole project took between three and four years," Simonson said. "I had a lot to think about, and in some cases there was a fair amount of research. I did a lot of looking at the life and times of the Roman Empire, for instance. And I did other work for DC as well.

"One of my original ideas was to try to draw each story a little differently. I thought a lot about the nature of each story, and tried to find a visual style tailored to it. Captain Fear was probably the easiest, even though it's the longest story, because I drew a story with that character written by *David Michelinie* a long time ago. So I just drew it like *me*—although old rigged ships always slow you down.

"I took different approaches to each of the other stories. That didn't help my speed any. The most obvious example would be the final story, Manhunter 2070, where the art answers the question nobody asked—what if Simonson were a manga artist?" Simonson said with a grin. "I thought a manga look would be rather appropriate for an SF story."

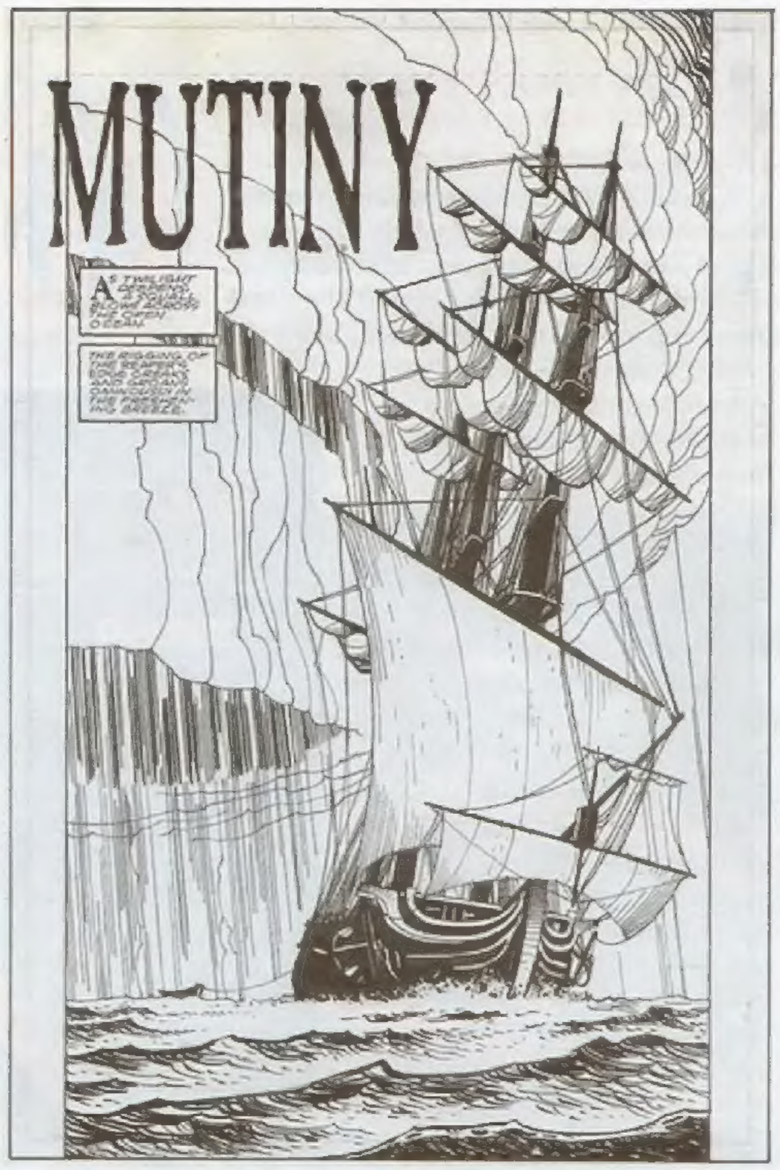
Most of these characters are likely to be unfamiliar to today's readers, since only two of them have a role in the New 52 DCU. Does Simonson find it challenging or liberating to be able to tell this story without having to worry about in-continuity versions of the same characters? "Probably both," Simonson explained. "I went back and reread—or in some cases read for the first time—the original stories involving all the lesser-known characters. In the case of the Golden Gladiator, there were maybe only five stories from the early 1960s.

" But every character I chose was clearly defined, which made it easier for me to write them because I felt I understood who they were. I didn't run into any current-continuity issues, although I did check—especially in the case of the Two Face/Batmen story, where those characters are clearly part of ongoing modern stories. But there were no problems."

Simonson said that there was no attempt to directly link any of the stories to current New 52 continuity, since "I began ***The Judas Coin*** almost four years ago, long before (as far as I know) the New 52 was a twinkle in anybody's eye."

Was it Simonson's idea to include Batman in one of the tales? Considering the other characters in ***The Judas Coin,*** he seems almost out of place. "He was my idea," Simonson said, "although he was a late addition to the mix. I wanted stories that ran from the past into the future. Originally, I had written a Two Face tale as my present day story. None of the other stories in the book center around superheroes, per se, and Two Face seemed like a good fit with a Gotham background that would be reasonably in sync with everything else.

"After the project shifted from being an issue of ***Solo*** to being a stand-alone graphic novel, I went back and rewrote my original Two Face story to include Batman. It seemed only fair to include a character folks had already heard of, if only for the sake of DC's marketing department! But with the extra room in the graphic novel, I was able to expand that story a bit, and Bruce Wayne/Batman created a very nice counterpoint to Two Face within the tale. I could still have the Gotham City background. And really, it's fun to draw Batman!"



When it came time to produce the cover illustration, Simonson was influenced by another medium. ""The cover for ***The Judas Coin*** was designed and drawn with inspiration provided in part by movie posters from the '60s and '70s," Simonson said. "In particular, I was thinking of the posters of *Bob Peak*, who did such beautiful work back then with montage. Peak was a master at creating a strong central image and surrounding it with smaller, often fairly loose images derived from various scenes in the movie. I make no claims to Peak's draftsmanship, but for a work like ***The Judas Coin***, comprised as it is of six separate but related stories, I wanted a cover that would provide both a strong visual image at its core, and a series of small drawings that would reflect the structure of the book's interior. Batman and Two-Face, eternal enemies, provided a good focal point. The vignettes around them echo the individual stories within the book."

Does Simonson prefer a standalone project like ***The Judas Coin*** to an ongoing series or miniseries? Does the graphic novel format offer more creative freedom? "So much of that answer depends on circumstances that I'm not sure I can give you a 'correct' answer," Simonson said. "I kind of take each project as it comes and try to do the best I can with it. I think ***The Judas Coin*** came out well, at least creatively, and that's the important thing."

Does Simonson have any other DC project in the works after ***The Judas Coin?*** "At the moment, no," he said. "These days, I'm pencilling ***The Avengers*** for Marvel. However, I did two stories for DC after ***The Judas Coin*** was finished. *Paul Levitz* and I do a Legion story every fifteen or twenty years, and it came around again on the guitar. And I also drew some pages for an issue of ***T.H.U.N.D.E.R. Agents*** that were a lot of fun to do."

The Judas Coin, a $22.99 original graphic novel both written and illustrated by *Walter Simonson,* is scheduled for September 12th release.

by Cliff Biggers

Courtesy your friendly neighborhood comics outlet!

COMIC SHOP NEWSARAMA

Produced by *Comic Shop News* in cooperation with *newsarama.com*

Thun'da: Something Old, Something New, Something Monstrous, Just For You!

In today's Google-Mapped and geosynchronous-satellite-tracked world, the concept of a lost land may seem a bit antiquated—but writer *Robert Napton* and Dynamite Entertainment are confident that there's still plenty of life in this venerable adventure-fantasy staple, as they're demonstrating in their new ***Thun'da*** series, based on a classic hidden-land adventure series by *Frank Frazetta*.

Napton explained that ***Thun'da*** is the story of "Roger Drum, a soldier of some kind who crashes in a Lost World and loses his memory on impact, so he has to start over mentally and physically. As he explores his new surroundings, he is confronted by a bizarre lost world of dinosaurs and other strange creatures. Drum must learn to survive in this terrifying new reality while coming to terms with fragments of a past he isn't sure he *wants* to remember.

"He's a blank slate in a very alien environment. I liken him to Jason Bourne— but what if Bourne had awaken in a lost world instead of the ocean? Frazetta set up his amnesia in the original but I'm really turning that up a notch and as it goes there are things that Roger doesn't want to remember about who he was, which gives it another layer of tension."

While the concept sounds like an amalgam of Tarzan, Opar, and Pellucidar, publisher *Nick Barrucci* explained that it's much more than that. "The setting may be familiar, but the characters are not," Barrucci said. "Tarzan was born into the Jungle; Thun'da was *thrown* into the jungle. As such, each developed there own particular set of survival skills and with Thun'da's military background, his survival skills have a definite edge to them."

The series also seems to have a little bit in common with *Mike Grell's* ***Warlord***--or perhaps Thun'da might have been a bit of inspiration for Grell's lost-world series. "I love *Mike Grell's* work, but I didn't consciously consider Warlord in terms of a Thun'da connection," Napton said. "I can't speak for Mike, but I think his device of taking a modern man in the 70s (when ***Warlord*** was published) and putting him in a pulp situation was probably his way of having a fresh take on the material or a modern connection so readers could relate better.

"A lot of us adore these stories and try to find a new way to deliver them. ***Jurassic Park*** may be the best modern example in terms of it's reach and success. *Michael Crichton* was really brilliant reinventing a pulp story with cloning as a great device to make it work in the 90s.

"I think the hero elements of the pulp genre have to be reconsidered and reinterpreted in a modern way for today's audiences. ***Raiders of the Lost Arc*** did that, and we could relate. That's what I'm trying to do with ***Thun'da***.

"The pulp elements of the location will be there, but the original pulp heroes used to find themselves in these crazy worlds and adapt rather quickly, because the were always superior individuals and so they conquered their surroundings, so to speak. My take is that we have a very capable man, but he's just not prepared for these dangers; I spend more time showing him just trying to wrap his head around where he is and being a bit more afraid and just trying to stay alive. His transformation into Thun'da will be a it more gradual and organic."

As for the "lost land" concept—well, Napton points out that a at least one major television series had no trouble selling that concept to a modern audience. "In our take, Thun'da doesn't know where he is and neither does the reader. It's part of the mystery. Maybe he's in ***Jurassic Park*** or maybe he's in the same realm as the ***Lost*** island—I think if you make people buy into the reality of a story, they won't call you out as much. I think we *want* to believe there are still things we don't know about our world—otherwise it would be a pretty dull place to live. Do we know for certain we've discovered *everything* about this planet? That natural bit of doubt is all a writer needs to build on."

Thun'da is unique in that it the original series not only featured *Frank Frazetta* art, but it was truly a Frazetta creation, both art and story. Thats quite a pedigree; does Napton have any trepidation about following in Frazetta's footsteps? "Frazetta means so much to so many, myself included. I've been around long enough that I just approach the storytelling without fear. I've worked in so many worlds of people I admire —like *Edgar Rice Burroughs* with ***Warlords of Mars,*** or *Terry Brooks* with *Shannara* (which I did with him personally as a graphic novel) or even the new ***Battlestar*** stuff I did for Dynamite—so I don't get scared and just get excited. Fans of original material will always have good things to say and complaints about adaptation work. I always approach it with respect for the original and a belief I can deliver a take that will bring something new to the table—if one *doesn't* feel that way, then why bother?"

Not only does Dynamite's ***Thun'da*** series feature a new story by Napton and artist *Cliff Richards*, it also includes a reprint of a classic *Frank Frazetta* ***Thun'da*** tale. How much restoration work went into preparing this material for reprinting to ensure that Frazetta's fine linework was presented in the best possible way. "We're very fortunate to work with some of the best restoration artists around," *Nick Barrucci* said, "and the technology has made even the more difficulty material, technically, easier to work with and present to a modern audience."

Thun'da #1, a $3.99 comic featuring cover art by *Jae Lee,* is scheduled for August 22nd release.

CSNsider

•***Star Trek*** veteran *George Takei,* best known to his legions of fans as Sulu from the original series, will make a guest appearance in Archie Comics' ***Kevin Keller #6*** in August. The story, which has Keller meeting Takei, came about because of another serendipitous meeting—this one between Takei and ***Kevin Keller*** writer/artist *Dan Parent*.

•Timed to coincide with the debut of *Christopher Nolan's* ***The Dark Knight Rises,***

SPIDER-MAN

BY STAN LEE & LARRY LIEBER

I'VE GOT A BONE TO PICK WITH YOU, BRAND.
ME? WHAT DID I DO?
YOU TRIED TO UNMASK ME—WHILE I WAS REACTING TO THAT LAUGHING GAS.
I'VE GOT A GOOD MIND TO—
YOU LEAVE HIM ALONE!
!
STAN LEE
LARRY LIEBER
6-25
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COMIC SHOP NEWS
Published weekly since 1987 by Comic Shop News, Inc.
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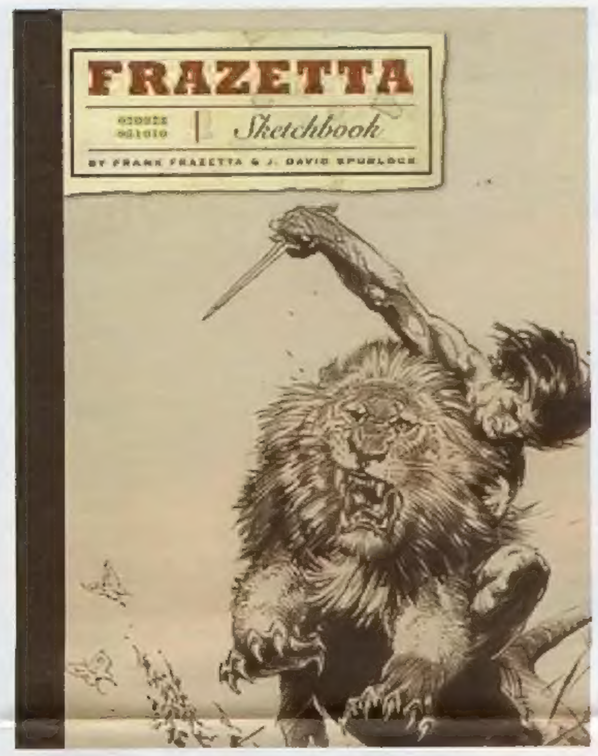
Printed by Transcontinental Interglobe, Beauceville, QC, Canada

DC is celebrating July 19th as ***"The Dark Knight Rises*** Day" with the release of ***Batman: Earth One Special Preview Edition,*** featuring the first chapter of the *Geoff Johns-Gary Frank* original graphic novel; in addition, it will include a preview of ***Batman Volume One: Court of Owls*** by *Scott Snyder & Greg Capullo.* DC will distribute more than a half-million copies of the book through comic shops. "The arrival of ***The Dark Knight Rises*** in theaters is a seminal moment for comic book readers and moviegoers; what better way to mark the occasion than with a free ***Batman*** comic book that rewards a broad range of fans and taps into the unprecedented excitement surrounding this film," DC Entertainment Vice President of Marketing *John Cunningham* said. To make sure you get a copy of the free comic, plan to visit your comic shop on Thursday, July 19th!



•Here's a must-have for fans of comics and fantasy art: Vanguard Publishing has ***The Frank Frazetta Sketchbook,*** a 160-page hardcover, in the works for late 2012 release. The 8.5" x 11" hardcover featured unpublished drawings, preliminary sketches for some of Frazetta's better known paintings, figure studies, and much more, and is a perfect complement for Spectrum's stunning ***Frank Frazetta: Rough Work.***

•Valiant's hero rollout continues in September with the debut of the new Ninjak in ***x-O Manowar #5*** by *Robert Venditti & Lee Garbett.* It begins when X-O Manowar, now landed on Earth, finds himself targeted by the operative known as Ninjak. But who is ordering the hit... and why?

Andrew Vachss: Cross Talk and Cowboy Action

After far too many years away from comics, acclaimed author *Andrew Vachss* is returning with not one but *two* projects for Dark Horse.

Dark Horse Presents #13 includes the first Cross tale that Vachss has done for Dark Horse in more than a decade and a half, featuring illustrations by the incomparable *Geof Darrow.*

For those who haven't read ***Cross*** previously, Vachss offers a little insight into the character. "Cross and crew originated in a series of short stories. I wanted to crank 'Family of Choice'—the hallmark of my writing and my life—up another notch. To show how the childhood experiences of some—of *us*—can crystallize into an all-pervasive sense that they are not, and never will be, members of society. They don't turn into 'outlaws'; nothing so romantic as that. 'Outcasts' is closer, but it still doesn't convey the reality. For Cross and his crew, America is not their country. They have no country. The hate 'them' all. They are together, bonded in blood, because there was no other place to go.

"I needed an amoral protagonist, the better to illuminate the amorality of the world around him. Cross is a mercenary, but his crew is no A-Team. A man without a country, Cross is also a man without boundaries. He has no higher sense of honor, no 'code,' no loyalty to anything but 'getting it done.' A remorseless assassin, Cross's trademark is working the middle, betraying both the contractee and the victim. Hence his name..."

What lured Vachss back to comics after years away from the medium? "I left comics because there was no way to use that format to further my mission at the time," Vachss explained. "DC wasn't about to ask me back after the Batman deal (My ***Batman: The Ultimate Evil*** was a novel, later adapted into graphic novel form, then a paperback, then an audiobook. It was a purpose-built effort to launch the Don't! Buy! That! campaign. Once you go all-in, what's left?); Marvel had requirements I would never meet; and Dark Horse was focused on a different market—besides, ***Hard Looks*** [the Dark Horse anthology of Vachss tales] has never gone out of print, and is now available digitally as well -- people 'discover' it every day, and let me know they have."

While Vachss' most famous character, Burke, is a man with a strong moral code, Cross is almost sociopathically *amoral.* What led Vachss to create such a character. "Cross *is* a different character," Vachss acknowledged. "And he is *almost* sociopathically amoral. But if you look at his crew's prove-in questions—there's only two of them—you'll understand that I simply chose this character and his crew to allow me deliver the same message as the novels, only in over-the-top format. ***Blackjack*** [a new Cross novel, slated for release in July] is an adventure in paranormal—more like a test-run, actually.

"Dark Horse proved to me a long time ago that I could access a segment of the market I wasn't going to reach with the prose. ***Cross*** would have continued that... except that putting that so-called 'art' inside *Geof Darrow* covers was like using a Rembrandt to wrap dead fish. So I left it. But mail kept coming in asking when the next ***Cross*** was going to appear, so I'm trying this new kind of combo-format as a test drive." The illustrated prose format allows him to work exclusively with Darrow as his artist of choice.

In addition, Vachss is working with

Darrow on a new ***Shaolin Cowboy Adventure Magazine,*** a combination of pulp-esque adventure prose and illustrations. Vachss explained how it came about. "My brother Geof shares my love for the old pulps. Dark Horse gave us the chance to showcase the form, and ***Shaolin Cowboy*** is such a work of genius that I never even thought about passing it up. But if you *read* it, you'll see that the same message is there. And ***Shaolin Cowboy*** is *better* than illustrated prose—people are going to snatch it up just for Geof's art."

Why is Vachss' working in illustrated prose rather than the standard comics format he used for his earlier Dark Horse work? "I prefer working in whatever medium works for the task: ***Batman*** worked for one, the ***Safe House*** CD worked for another... Sure, I'll always prefer prose to comics ... because I couldn't draw a stick figure without a ruler. That's why I write song lyrics—I can't sing. In the hands of a true artist, the work is amplified. In the hands of a maladroit, the work is fragments of crap. When *I* can pick the artist (in any genre), I'll go for it."

2012 is a busy year for Vachss; his novel ***That's How I Roll*** came out earlier this year, and now there's a new Cross story in ***Dark Horse Presents,*** a new Cross novel ***Blackjack,*** and the upcoming ***Shaolin Cowboy Adventure Magazine.*** What inspired the refocus on writing after a few leaner years? "I also write non-fiction," Vachss said. "And writing isn't my profession. So what you call 'leaner years' was that I rotated the turret ... but the same target is always in my scope, and always will be."

Vachss has dedicated his life to protecting children. Not only is this the pivotal message in his fiction, but it's also the focus of his work as an attorney, where he represents children and youths. Additionally, his is a founder and national advisory board member of PROTECT: The National Organization to Protect Children. And he sees comics and illustrated fiction as another means of delivering the message that is so important to him. "We seek nothing less than a total recoding of the cultural software," Vachss said. "So we must start with language itself, whether the deadly nightshade we are trying to uproot, or the seeds we hope to plant in its place. We can't buy billboards, or TV spots ... but the whisper-stream remains the most powerful of all media in the world. And graphic novels flow right along within it."

Vachss has referred to the message that is the driving force behind his fiction—and for those less familiar with his work, here's a little insight into that message. "There is no bio-genetic code that produces a rapist, or a serial killer, or an arsonist who giggles at the flames. We make our own monsters. We build our own beasts. Child protection and crime prevention are inextricably intertwined. And the earlier the intervention, the greater our chances of a successful outcome."

Dark Horse Presents #13 is in comic shops now; ***Shaolin Cowboy Adventure Magazine #1*** is slated for October release.

Back to Press

•***Avengers Vs. X-Men #0 6th Printing*** (MAY128066), featuring a variant cover by *Frank Cho,* in stores 8/1.

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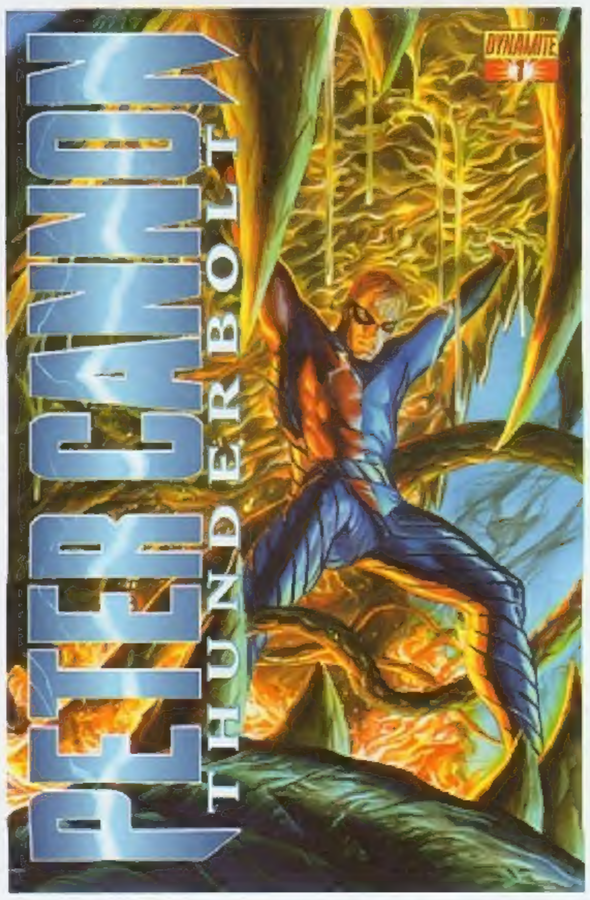
•***Avengers Vs. X-Men #1 6th Printing*** (MAY128067), featuring a variant cover by *Jim Cheung*, in stores 8/1.
•***Avengers Vs. X-Men #2 6th Printing*** (MAY128068), featuring a variant cover by *Jim Cheung*, in stores 8/1.
•***Avengers Vs. X-Men #3 3rd Printing*** (MAY128151), featuring a variant cover by *Jim Cheung*, in stores 7/25.
•***Dancer #2 2nd Printing*** (MAY128158), in stores 7/18.
•***Mind the Gap #2 2nd Printing*** (MAY128148), in stores 7/25.
•***Shadow #2 2nd Printing*** (MAY128165), featuring a variant cover, in stores 7/18.
•***Smallville Season Eleven #1 2nd Printing*** (MAY128114), featuring a recolored version of the original cover, in stores 7/18.
•***Planetoid #1 2nd Printing*** (MAY128123), in stores 7/18.
•***Saga #2 3rd Printing*** (MAY128120), in stores 7/18.
•***Star Trek: The Next Generation/Doctor Who—Assimilation #1 3rd Printing*** (MAY128119), in stores 8/1/12.
•***X-O Manowar #1 3rd Printing*** (MAY128107), featuring a pencil version of *Cary Nord's* cover, in stores 7/18.

•***X-O Manowar #2 2nd Printing*** (MAY128153), featuring a variant cover by *Cary Nord*, in stores 7/25.

Coming Comics—Dynamite in September

Alex Ross, Steve Darnall, & Jonathan Lau reintroduce *Pete Morisi's* classic superhero in ***Peter Cannon: Thunderbolt #1,*** a superhero series spotlighting the former Charlton character who was the inspiration for ***Watchmen's*** Ozymandias.



Mike Carroll & Igor Vitorino explore the experiences that transformed Jessie Blute into the vengeful Jennifer Blood in ***Jennifer Blood: First Blood #1.***

Cinderella, Sleeping Beauty, The Little Mermaid, and Snow White join forces for an incredible adventure in ***Damsels #1*** by *Leah Moore & John Reppion, & Aneke.*

Tom Sniegoski & Dennis Calero pit the Shadow against a menace that threatens New York City in ***The Shadow Annual #1.***

All hell breaks loose in the kingdom of Buffalo Wong, as the Shadow faces an army and Pat Finnegan learns the facts of life in the worst possible way in ***The Shadow #6*** by *Garth Ennis & Aaron Campbell.*

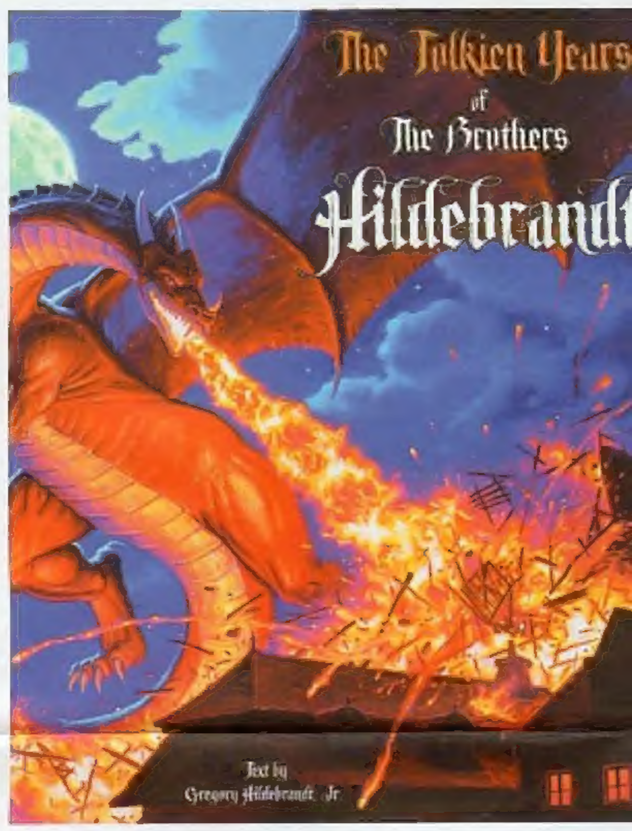
On his own and out of options, Hughie resorts to extreme measures to keep himself in the game. Meanwhile, as vengeful forces close in from all around, Bradley considers a drastic step of her own- but will Stillwell allow her to get away with it? Find out in ***The Boys #70*** by *Garth Ennis & Russ Braun,* the pen-penultimate issue of the series.

How far will Jen go to "protect" her family in the aftermath of Tuesday's events? And how far will Detective Pruitt go to get justice for Jen's ever-increasing list of crimes? *Al Ewing & Kewber Baal* answer those questions in ***Jennifer Blood #19.***

Brandon Jerwa & Heubert Kahn Michael's "Inquisition" reaches its dramatic conclusion in ***Vampirella #23*** as Vampirella must prove that she hasn't been corrupted by the influence of Chaos.

Kulan Gath has summoned powerful Mayan avatars of destruction to reduce the planet to ashes. Earth's only hope is a motley band of warriors, including Red Sonja, Vampirella, Dracula, Pantha, Herbert West the Reanimator and more, who must stand against Gath's minions in ***Prophecy #4*** by *Ron Marz & Walter Geovani.*

The Middle Earth inspired art of *Greg & Tim Hildebrandt* is collected in ***The Tolkien Years of the Brothers Hildebrandt TP,*** a 144-page oversized edition that features the marvelous art fondly remembered by Tolkien fans, along with commentary by *Greg Hildebrandt Jr.,* the young model for several of the hobbit images.



Dynamite collected editions (advance solicited for September and October release) include:

THANKS FOR COMING TO MY DEFENSE AGAINST SPIDER-MAN.
I FELT I OWED YOU ONE!
STAN LEE LARRY LIEBER 6-27
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MAY I INTERVIEW YOU ABOUT CLOWN-9'S ATTACK, MR. BRAND?
I'M ALWAYS GLAD TO TALK TO THE PRESS!
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•***Kirby: Genesis—Captain Victory Volume 1 TP,*** collecting the six-issue limited series.
•***Lord of the Jungle Volume 1 TP,*** collecting the first eight issues of the series, along with a complete cover gallery.
•***Warriors of Mars TP,*** collecting the five-issue limited series.

Coming Comics—IDW in September

Peter Gillis & Eduardo Francisco join best-selling author *Peter S. Beagle's* to bring ***A Fine & Private Place*** to comics this fall. What's it like to die? Can an ex-pharmacist camped out in a New York cemetery explain the secrets of life and death? Can the talking raven who steals sandwiches for him? And will the ghosts listen?

The Doctor is back in ***Doctor Who #1*** by *Andy Diggle & Mark Buckingham,* a new series inspired by current Doctor Who continuity.

The Pound is officially open for business in ***The Pound: Ghoul's Night Out #1*** by *Stephan Nilson & Ibrahim Moustafa.* Scottie and Howie have their hands full. A creature is harassing park-goers. The Government is investigating them. Ghouls are rebelling, and, if things couldn't get worse, Scottie's mother-in-law has decided to visit...

Everyone knows the joke about the dire fate of crewmembers who wear red on the Enterprise. Even the redshirts themselves! Witness the curse of the redshirt through the eyes of the redshirt himself in ***Star Trek #13*** by *Mike Johnson & Stephen Molnar.*

Star Trek writer par excellence *Brannon Braga* makes his move to comics in a big way with ***Star Trek: The Next Generation—Hive #1,*** which he is co-writing with *Terry Matals.* The story is set in the distant future, when the entire galaxy has been completely assimilated by Borg and it's king... Locutis! The only hope for the future lies in the past, in the hands of Captain Jean-Luc Picard and the crew of the starship ***Enterprise***—as Picard faces off against the Borg collective in one final, terrifying and definitive encounter!

THERE IS NO HAPPILY EVER AFTER...

DAMSELS

BY LEAH MOORE, JOHN REPPION AND ANEKE
MAIN COVER BY J. SCOTT CAMPBELL

DYNAMITE 1

FOR MORE INFORMATION, ASK YOUR LOCAK RETAILER!

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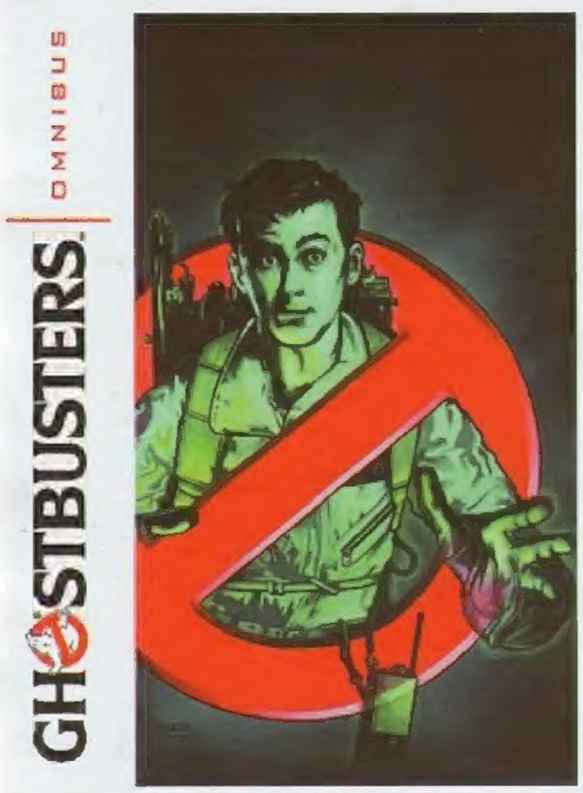
Fugitoid gets his moment in the sun in ***Teenage Mutant Ninja Turtles Microseries #8,*** courtesy of *Paul Allor & Paul McCaffrey.*

The mysterious MetroTitan from August's ***More Than Meets the Eye Annual*** arrives on Cybertron in ***Transformers: Robots in Disguise Annual 2012.***

Womanthology: Space #1 is the first of five issues featuring a trio of six-page stories per book; the first volume includes material by *Sandy Carpenter, Bonnie Burton, Chrissie Zullo, Ming Doyle, Stephanie Hans, Jessica Hickman, Stacie Ponder, Maja K. Tanja, Anna Bowie, & Renae DeLiz.*

IDW collected editions (advance solicited for September & October release) include:

- ***Archie: Best of Samm Schwartz Volume 2 HC,*** collecting 152 pages of classic Archie.
- ***Doctor Who: Dave Gibbons Collection TP,*** collecting 372 pages of stories illustrated by the incomparable *Dave Gibbons.*
- ***Dungeons & Dragons: Forgotten Realms—Legends of Drizzt Omnibus Volume 2 TP,*** collecting ***The Crystal Shard, Streams of Silver,*** and ***The Halfling's Gem*** in a single volume.
- ***Gasoline Alley Volume 1 HC,*** collecting the first year of *Dick Moores'* ***Gasoline Alley*** run from 1964 through 1966.



- ***Ghostbusters Omnibus TP,*** collecting 280 pages of haunting tales from the past.
- ***GI Joe: The Complete Collection Volume 1 HC,*** launching a hardcover series collecting the full run of ***A Real American Hero*** and ***Special Missions.***
- ***Library of American Comics Essentials 1: Baron Bean HC,*** collecting a full year of *George Herriman* dailies from 1916.
- ***Rocketeer Adventures Volume 2 HC,*** collecting the second all-star-creator miniseries.
- ***Smoke & Mirrors TP,*** collecting the miniseries by *Mike Costa, Jon Armstrong, & Ryan Browne.*
- ***Star Trek: Romulans Treasury Edition,*** an oversized collection of three classic Trek tales by *John Byrne.*
- ***Star Trek: The Next Generation—Doctor Who: Assimilation TP Vol 1,*** collecting the first four issues of the crossover series.
- ***Teenage Mutant Ninja Turtles Volume 3: Shadows of the Past TP,*** collecting ***Teenage Mutant Ninja Turtles #s 9-12.***
- ***Transformers: The IDW Collection Volume 7 HC,*** collecting ***The Drift*** miniseries, ***Infestation: Transformers V1 #s 1 & 2,*** and ***Transformers #s 7-18.***
- ***Woodwork HC,*** a 352-page hardcover edition of a museum catalogue that accompanied a gigantic career retrospective on display in De Palma, Spain in 2010.

Book 'Em: DC

DC has announced its collected editions schedule for the first four months of 2013, and there are some real gems being prepped for release (including the most comprehensive ***Death of Superman*** collection ever offered!). Here's the list:

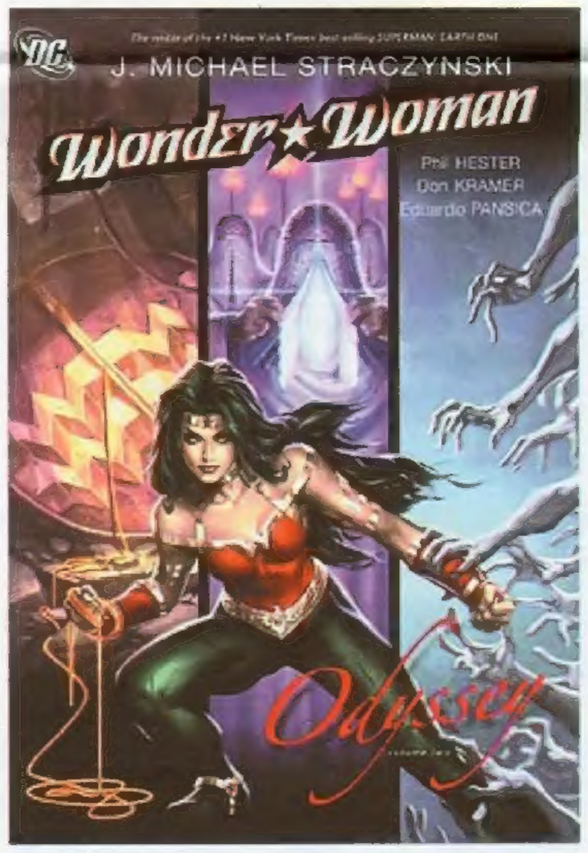
JANUARY

- ***Animal Man Volume 2: Animal Vs. Man TP,*** collecting ***Animal Man #s 7-11 & Annual #1.*** (New 52)
- ***Batman Incorporated TP,*** collecting ***Batman Incorporated #s 1-8 & Leviathan Strikes #1.***
- ***Batman: The Dark Knight—The Golden Dawn TP,*** collecting ***Batman: The Dark Knight #s 1-5, Batman: The Return #1,*** and a story from ***Superman/Batman #75.***
- ***Batman: Through the Looking Glass TP*** a softcover edition of the original graphic novel by *Bruce Jones & Sam Kieth.*
- ***Batwoman Volume 1: Hydrology TP,*** collecting ***Batwoman #s 0-5.*** (New 52)
- ***Batwoman Volume 2: To Drown the World HC,*** collecting ***Batwoman #s 6-11.*** (New 52)
- ***The Culling: Rise of the Ravagers TP,*** collecting ***Legion Lost #s 8-9, Superboy #s 8-9, Teen Titans #s 8-9, & Teen Titans Annual #1.*** (New 52)
- ***Green Arrow Volume 2: Triple Threat TP,*** collecting ***Green Arrow #s 7-12.*** (New 52)
- ***Green Lantern Volume 1: Sinestro TP,*** collecting ***Green Lantern #s 1-6.*** (New 52)
- ***Green Lantern Volume 2: Revenge of the Black Hand HC,*** collecting ***Green Lantern #s 7-12 & Annual #1.*** (New 52)
- ***Green Lantern: The Animated Series TP,*** collecting ***GL:TAS #s 0-5.***
- ***Hard Time Volume 2: Sixteen TP,*** collecting ***Hard Time #s 7-12.***

- ***JLA Volume 3 TP,*** collecting *Grant Morrison's* ***JLA #s 18-31.***
- ***Justice League International Volume 2: Breakdown TP,*** collecting ***Justice League International #s 7-12, The Fury of Firestorm: The Nuclear Men #9,*** and ***Justice League International #1.*** (New 52)
- ***Showcase Presents Justice League of America Volume 6 TP,*** collecting the Silver Age ***Justice League of America #s 107-132.***
- ***Superman: Last Son of Krypton TP,*** collecting ***Action Comics #s 844-846, 851, & 866-870; Action Annual #11,*** and ***Superman: New Krypton Special #1.***
- ***Superman: The Man of Steel Volume 7 TP,*** collecting ***Superman #s 13-15, Action #s 596-597,*** and ***Adventures of Superman #s 436-438.***
- ***War of the Green Lanterns: Aftermath TP,*** collecting ***Green Lantern Corps #s 61-63, Green Lantern: Emerald Warriors #s 11-13,*** and ***War of the Green Lanterns Aftermath #s 1-2.***
- ***Wonder Woman Volume 1: Blood TP,*** collecting ***Wonder Woman #s 1-6.*** (New 52)
- ***Wonder Woman Volume 2: Guts HC,*** collecting ***Wonder Woman #s 7-12.*** (New 52)

FEBRUARY

- ***Batgirl Volume 1: The Darkest Reflection TP,*** collecting ***Batgirl #s 1-6.*** (New 52)
- ***Batgirl Volume 2: Knightfall Descends HC,*** collecting ***Batgirl #s 7-12.*** (New 52)
- ***Batgirl: The Night of the Owls HC,*** collecting ***Batman Annual #1, Detective Comics #9, Batman: The Dark Knight #9, Batwing #9, Batman & Robin #9, Red Hood and the Outlaws #9, Birds of Prey #9, Batgirl #9,*** and ***All-Star Western #9.*** (New 52)
- ***Batman & Robin: Dark Knight Vs. White Night TP,*** collecting ***Batman & Robin #s 17-25.***
- ***Batman/Deathblow Deluxe Edition HC,*** collecting *Brian Azzarello & Lee Bermejo's* ***Batman/Deathblow: After the Fire #s 1-3.***
- ***Blue Beetle Volume 2: Blue Diamond TP,*** collecting ***Blue Beetle #s 7-12*** and ***Green Lantern: New Guardians #9.*** (New 52)
- ***Frankenstein: Agent of SHADE Volume 2: Son of Satan's Ring TP,*** collecting ***Frankenstein: Agent of SHADE #s 8-11*** and ***Men of War #8.*** (New 52)
- ***Green Arrow: Salvation TP,*** collecting ***Green Arrow #s 8-15.***
- ***Justice League Volume 1: Origin TP,*** collecting ***Justice League #s 1-6.*** (New 52)
- ***Justice League Volume 2: The Villain's Journey HC,*** collecting ***Justice League #s 7-12.*** (New 52)
- ***Showcase Presents Sgt. Rock Volume 4 TP,*** collecting ***Our Army at War #s 181-216.***
- ***Stormwatch Volume 2: Enemies of Earth TP,*** collecting ***Stormwatch #s 7-12*** and ***Red Lanterns #10.*** (New 52)
- ***Suicide Squad Volume 2: Basilisk Rising TP,*** collecting ***Suicide Squad #s 8-12*** and ***Resurrection Man #9.*** (New 52)
- ***Superman: For Tomorrow TP,*** collecting ***Superman #s 204-215*** and ***Justice League of America Special #1.***
- ***Superman Vs. Shazam! TP,*** collecting ***All-New Collectors' Edition C-58, DC Comics Presents #s 33-34 & 49,*** and ***DC Comics Presents Annual #3.***
- ***Voodoo Volume 2: The Killer in Me TP,*** collecting ***Voodoo #s 7-12 & 0.*** (New 52)
- ***Wonder Woman: Odyssey Volume 2 TP,*** collecting ***Wonder Woman #s 607-614.***



BEFORE YOU LEAVE, MJ, CARE FOR SOME COFFEE AND CONVERSATION?
THANKS, JERICHO, BUT I'M RATHER TIRED.
BESIDES, I'LL WAIT TILL MY WEB-SWINGING HUSBAND RETURNS TO PICK ME UP.
ANOTHER TIME, THEN.
GOOD NIGHT, JERICHO.
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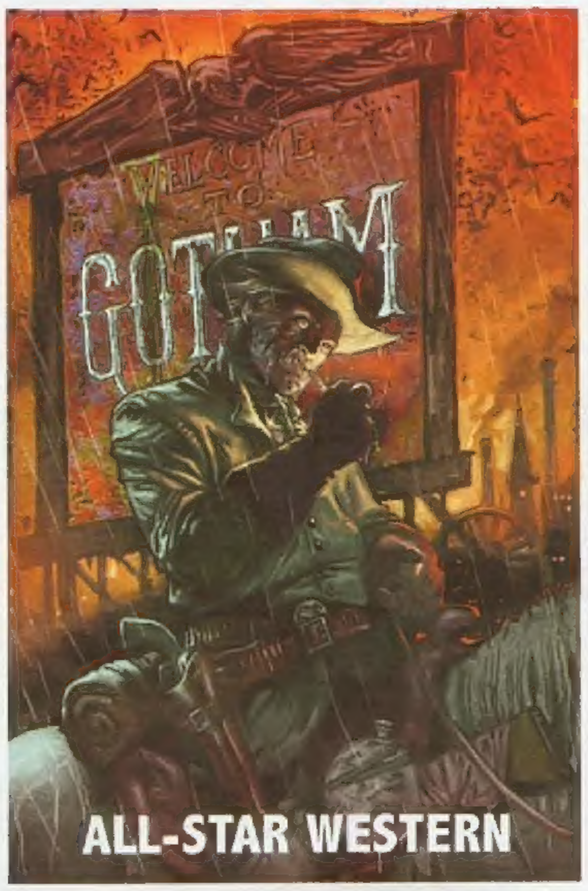
STAN LEE
LARRY LIEBER
6-29

• *Young Justice Volume 3 TP,* collecting *Young Justice #s 14-19.*

MARCH

• *All-New Batman: The Brave & the Bold—Small Miracles TP,* collecting *Batman: The Brave and the Bold #s 15 & 17* and *All-New Batman: The Brave and the Bold #s 13-16.*



• *All-Star Western Volume 2: The War of Lords and Owls TP,* collecting *All-Star Western #s 7-13.* (New 52)
• *Batman Volume 1: The Court of Owls TP,* collecting *Batman #s 1-6.* (New 52)
• *Batman Volume 2: The City of Owls HC,* collecting *Batman #s 8-12.* (New 52)
• *Catwoman Volume 2: Dollhouse TP,* collecting *Catwoman #s 7-12.* (New 52)
• *Day of Judgment TP,* collecting *Day of Judgment #s 1-5* and a story from *Day of Judgment: Secret Files #1.*
• *Earth 2 Volume 1: The Gathering TP,* collecting *Earth 2 #s 1-6.* (New 52)
• *I, Vampire Volume 2: Rise of the Vampires TP,* collecting *I, Vampire #s 7-12* and *Justice League Dark #s 7-8.* (New 52)
• *Impulse Volume 1: Runs in the Family TP,* collecting *Impulse #s 1-6, 8-9, & 12-13.*
• *Marshal Law: The Deluxe Edition HC,* collecting *Marshall Law #s 1-6, ML: Fear and Loathing, ML Takes Manhattan, ML: Kingdom of the Blind, ML: The Hateful Dead, ML: Super Babylon,* and *ML: The Secret Tribunal #s 1 & 2.*
• *Metal Men Archives Volume 2 HC,* collecting *Metal Men #s 6-20.*
• *Red Lanterns Volume 2: The Death of the Red Lanterns TP,* collecting *Red Lanterns #s 8-13* and *Stormwatch #9.* (New 52)
• *The Shade TP,* collecting *The Shade #s 1-12.*
• *Showcase Presents Superman Family Volume 4 TP,* collecting *Superman's Pal, Jimmy Olsen #s 45-53* and *Superman's Girl Friend, Lois Lane #s 17-26.*
• *Superman: Reign of Doomsday TP,* collecting *Action Comics #s 900-904.*
• *Superman: The Death & Return of Superman Omnibus HC,* collecting *Superman: The Man of Steel #s 17-26, Superman #s 73-82, Adventures of Superman #s 496-505, Action Comics #s 683-691, Justice League of America #69, Superman: The Legacy of Superman #1,* and *Green Lantern #46.*
• *Superman Vs. Zod TP,* collecting *Adventure Comics #283, Action #473 & 548-549, DC Comics Presents #97,* and *Action Comics Annual #10.*
• *Wonder Woman: The Amazon Princess Archives Volume 1 HC,* collecting *Wonder Woman #s 98-110.*

APRIL

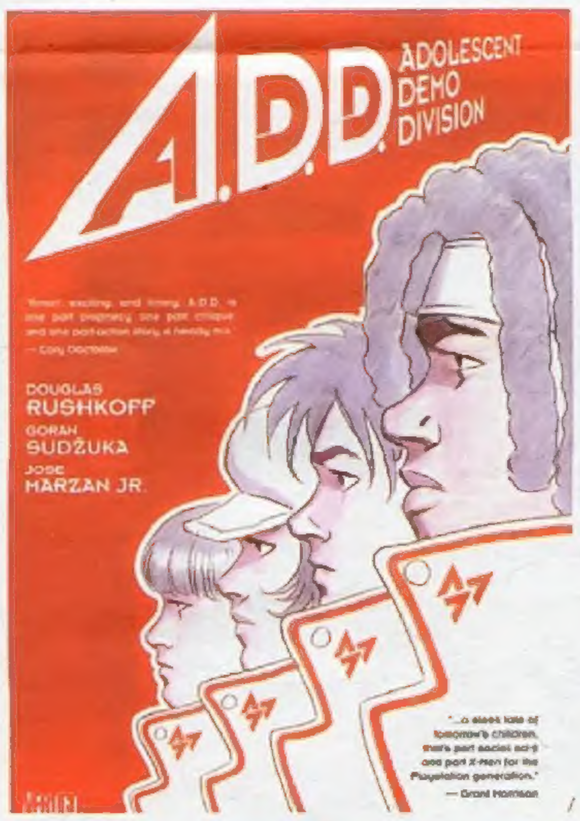
• *Absolute Top 10 HC,* collecting *Top 10 #s 1-12, Top 10: The Forty-Niners, Smax #s 1-5,* and a story from *America's Best Comics Special #1.*
• *Adventures of Superman: Jose Luis Garcia-Lopez HC,* collecting *Superman #s 294, 301-302, 307-309, & 347, All-New Collectors' Edition C-54,* and *DC Comics Presents #s 1-4, 17, 20, 24, & 31.*
• *Batman: Detective Comics Volume 1—Faces of Death TP,* collecting *Detective Comics #s 1-7.* (New 52)
• *Batman: Detective Comics Volume 2—Scare Tactics HC,* collecting *Detective Comics #s 8-12.* (New 52)
• *Batman Illustrated by Neal Adams Volume 2 TP,* collecting *Batman #s 217, 220-222, 224-227, & 229-231, The Brave and the Bold #s 86, 88-90, 93, & 95, Detective Comics #s 394-411,* and *World's Finest #s 199-200 & 202.*
• *Batwing Volume 2: In the Shadow of the Ancients TP,* collecting *Batwing #s 7-12.* (New 52)
• *Birds of Prey Volume 2: Your Kiss Might Kill TP,* collecting *Birds of Prey #s 8-13.* (New 52)
• *DC Universe by Alan Moore TP,* collecting *Superman Annual #11, Detective #s 549-550, Green Lantern #188, Vigilante #s 17-18, Omega Men #s 26-27, DC Comics Presents #85, Green Lantern Corps Annual #2 & 3, Secret Origins #10, Batman Annual #11, Superman #423, Action #583, Wildstorm Spotlight #1, Voodoo #s 1-4, Deathblow: By Blows #s 1-3,* and *WildCATS #50.*
• *DC Universe Secret Origins TP,* collecting *Secret Origins #1, More Secret Origins #1, Even More Secret Origins #1,* and *Weird Secret Origins #1.*
• *Dial H Volume 1: Into You TP,* collecting *Dial H #s 1-7.* (New 52)
• *The Flash Chronicles Volume 4 TP,* collecting *The Flash #s 119-124.*
• *GI Combat Volume 1: The War That Time Forgot TP,* collecting *GI Combat #s 1-6.*
• *Jack Kirby Omnibus Volume 2 HC,* collecting *Black Magic #s 1-9, First Issue Special #s 1, 5, & 6, Richard Dragon: Kung Fu Fighter #3, The Sandman #s 1-6, Kobra #1, DC Comics Presents #84, Super Powers #s 1-5,* and *Super Powers Volume 2 #s 1-6.*
• *Legion Worlds TP,* collecting *Legion Worlds #s 1-6.*
• *The New Teen Titans Omnibus Volume 3 HC,* collecting *Tales of the Teen Titans #s 45-61 & 66-67, The New Teen Titans #38, The New Titans #s 1-6,* and *Secret Origins Annual #3.*
• *Starman Omnibus Volume 3 TP,* collecting *Starman #s 30-38, Starman Annual #2, Starman Secret Files #1,* and *The Shade #s 1-4.*
• *Showcase Presents Strange Adventures Volume 2 TP,* collecting *Strange Adventures #s 74-93.*
• *Smallville Season 11 Volume 1: The Guardian TP,* collecting *Smallville Season 11 #s 1-4.*
• *Superman Beyond: Man of Tomorrow TP,* collecting *Superman Beyond #0, Superman Beyond* digital chapters #s 1-10, and *Superman/Batman Annual #4.*
• *Swamp Thing Volume 2: Family Tree TP,* collecting *Swamp Thing #s 8-12* and *Animal Man #12.* (New 52)
• *Tales of the Batman: Archie Goodwin HC,* collecting *Detective #s 437-443, Detective Annual #3, Showcase '95 #11, Batman: Black & White #s 1 & 4, Batman: Legends of the Dark Knight #s 132-136,* and *Batman: Night Cries.*
• *Tiny Titans Volume 8: Aw Yeah Titans! TP,* collecting *Tiny Titans #s 45-50.*
• *Worlds' Finest Volume 1: The Lost Daughters of Earth 2 TP,* collecting *Worlds' Finest #s 0-5.* (New 52)

Book 'Em: Vertigo

DC Entertainment has released the highlights of their first quarter 2013 release schedule. Here's what's on the calendar:

JANUARY

• *ADD: Adolescent Demo Division TP,* a softcover of the original graphic novel by *Douglas Rushkoff, Goran Sudzuka, & Jose Marzan, Jr.*



• *The Books of Magic Deluxe Edition HC,* collecting *The Books of Magic #s 1-4.*
• *Fables Volume 18: Cubs in Toyland TP,* collecting *Fables #s 114-121.*
• *Saga of the Swamp Thing Book Three TP,* collecting *Swamp Thing #s 35-42.*

FEBRUARY

• *Animal Man Volume 4: Born to Be Wild TP,* collecting *Animal Man #s 27-37.*
• *Global Frequency TP,* collecting *Global Frequency #s 1-12.*
• *The New Deadwardians TP,* collecting the eight-part limited series.

MARCH

• *American Vampire Volume 5 HC,* collecting *American Vampire #s 28-33 & Lord of Nightmares #s 1-5.* (March)
• *Joe the Barbarian TP,* collecting *Joe the Barbarian #s 1-8.* (March)
• *Sleeper Omnibus HC,* collecting *Point Blank #s 1-5, Sleeper Season One #s 1-12, Sleeper Season Two #s 1-12, Coup D'Etat: Sleeper #1,* and *Coup D'Etat: Afterword #1.* (March)
• *The Unwritten Volume 7: The Wound TP,* collecting *The Unwritten #s 36-41.* (March)

APRIL

• *100 Bullets Deluxe Edition Book Four HC* by *Brian Azzarello & Eduardo Risso,* collecting *100 Bullets #s 59-79.* (April)
• *John Constantine: Hellblazer Volume 5—The Bogeyman TP* by *Jamie Delano, Garth Ennis, Sean Phillips, Steve Pugh, Dave McKean, Will Simpson, Mark Pennington, Tom Sutton, Malcolm Jones III, Mark McKenna, Kim DeMulder, & Stan Woch,* collecting *Hellblazer #s 34-46.* (April)
• *Punk Rock Jesus TP* by *Sean Murphy,* collecting the six-part limited series. (April)

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BY THE POWER OF GRAYSKULL
...THEY'RE BACK!

HE-MAN AND THE MASTERS OF THE UNIVERSE®

A SIX-ISSUE MINISERIES

Written by Eisner Award-Winner

JAMES ROBINSON

Illustrated by

PHILIP TAN

STARTING JULY 2012

DC ENTERTAINMENT™